



STR	<b>+0</b>	<b>+2</b> PROFICIENCY BONUS
	<b>10</b>	
DEX	<b>+3</b>	<b>SAVING THROWS</b>
	<b>17</b>	+0 Strength Saves +5 Dexterity Saves * +1 Constitution Saves +4 Intelligence Saves * -1 Wisdom Saves +1 Charisma Saves * Prof. bonus added
CON	<b>+1</b>	
	<b>13</b>	
INT	<b>+2</b>	<b>WEAPON &amp; UNARMED ATTACKS</b>
	<b>14</b>	<b>Basic Attack.</b> One target per Attack action.
WIS	<b>-1</b>	
	<b>9</b>	<b>Rapier.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft. <i>Hit:</i> 1d8+3 piercing damage.
CHA	<b>+1</b>	
	<b>12</b>	<b>Shortbow.</b> <i>Ranged Weapon Attack:</i> +5 to hit. <i>Hit:</i> 1d6+3 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed.)

Rogue 1

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CLASS & LEVEL

Wood Elf

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RACE/ANCESTRY/HERITAGE

Charlatan

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BACKGROUND

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SPEEDARMOR CLASS  
(AC)

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INITIATIVE**14**    **+3**    **35 ft.**

Armor Worn: leather armor

**HIT POINTS**    **HIT DICE**  
**9**                **1d8****DEATH SAVES:** Success O O O Fail O O O

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WEAPON & UNARMED ATTACKS**Basic Attack.** One target per Attack action.**Rapier.** *Melee Weapon Attack:* +5 to hit,  
reach 5 ft. *Hit:* 1d8+3 piercing damage.**Shortbow.** *Ranged Weapon Attack:* +5 to hit.  
*Hit:* 1d6+3 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed.)**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. 1d4+3 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

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MAGIC, FEATS & SPECIAL ATTACKS**Sneak Attack:** Once per turn, deal extra damage to one creature hit if attack with advantage using finesse or ranged weapon. Don't need advantage if an enemy of the target is within 5 feet of it, enemy isn't incapacitated, and you don't have disadvantage on attack.

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RACE**Wood Elf Traits [PHB p. 23]**

- Creature Type: Humanoid (Fey lineage)
- Age: 108 years old
- Medium Size (5' 4", 160 lbs.)
- Darkvision (60 feet)
- Elf Weapon Training (swords, bows)
- Fey Ancestry (vs. charm, no sleep)
- Keen Senses (Perception)
- Mask of the Wild (hide outdoors)
- Trance (4 hrs. as 8 hrs. sleep)

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CLASS**Rogue Class Features [PHB p. 94]**

- Expertise (prof. noted with \*\*)
- Sneak Attack (+1d6)
- Thieves' Cant (slang speak in code)

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EQUIPMENT & TREASURE**Carried Gear [PHB, p. 143]:** leather armor (AC 11), rapier, two (2) daggers, shortbow and 20 arrows, disguise kit (cosmetics, hair dye, props, etc.), thieves' tools (lockpicks, small file and pliers, tiny mirror), belt pouch, set of fine clothes, tools of the con (various small convincing fakes). (This load is about 36 lbs.; add 1 lb. per 50 coins carried.)**Coins & Gems:** 14 gold pieces (gp); 57 silver pieces (sp); 73 copper pieces (cp); 3 gems (worth 10 gp each)